



BERTIE

Human • Male • Pilot

MOV COM RAN ARC MYT WND SAN

4/7

8/7

8/8

5/6

1

16

8

KNIFE

COM • Base • Bleed

FLAMETHROWER

RAN • 8" • Burn

MISSION FIRST

This model ignores disengaging strikes while holding an objective.

LAST MAN

This model may re-roll its result on the SAN table.

JUMPING AT SHADOWS (FLIP)

When Bertie flips to this side he must make an immediate Flamethrower attack against a model within range (friend or enemy), if able. Roll 3d6 for this attack and inflict a Burn on the target regardless of the outcome; this attack ignores all modifiers. Flamethrower may not be used for the remainder of the game.



30MM BASE